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FINAL SALE
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For ages 7 and up

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RIDDLE MAGIC

What is a mouse's favorite place to vacation? Cheeseapeake Bay. Where do little cows eat lunch? In the calfeteria, of course! What is the name of the famous pig who discovered the theory of relativity? Albert Swinestein. Creating imaginative riddles like these is fun and easy with **Riddle Magic**.

Riddles challenge the mind and inspire creativity. As children invent riddles, they experiment with words, learning about homophones, related words, and words with multiple meanings. With **Riddle Magic** youngsters will enjoy writing and illustrating riddles, and can even design their own riddle books! This one will leave them laughing with language.

Features:

- Gives step-by-step instruction for creating riddles
- Provides three variations of the basic riddle-making method
- Contains a built-in 1800-word dictionary for riddle construction
- Includes a library of graphics for illustration and is also compatible with graphics from *The Print Shop*®
- Works with a wide variety of printers

Developed by Learning Well™
Riddle Magic was created by Mike Thaler and Janet Pullen.
Computer design by Santa Barbara Softworks.
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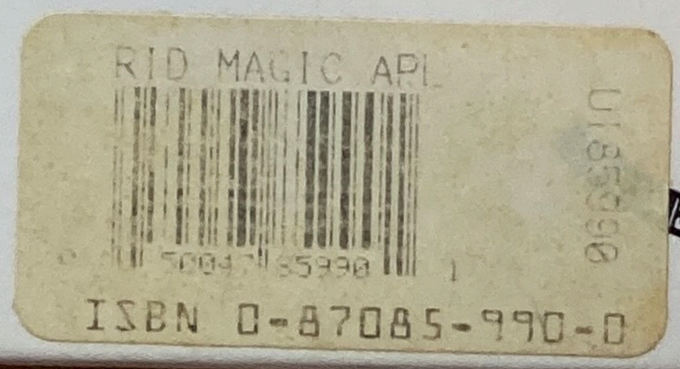

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VEALICIOUS SPECIALS
BULLOGNA
COWLIFLOWER
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RIDDLE MAGIC

RIDDLE MAGIC

What is a mouse's favorite place to vacation? Cheesapeake Bay. Where do little cows eat lunch? In the calfeteria. Of course! What is the belief of the fathead pig who discovered the theory of relativity? Albert Swinestein. Creating imaginary riddles like these is fun and easy with **Riddle Magic**.

Riddles challenge the mind and inspire creativity. As children invent riddles, they experiment with words, learning about homophones, mixed words, and words with multiple meanings. With **Riddle Magic** youngsters will enjoy using and sharing riddles, and can even design their own riddle books! This one will have them laughing with laughingle.

Features:

- Gives step-by-step instruction for creating riddles.
- Provides three variations of the basic riddle-making method.
- Contains a built-in thesaurus of the basic riddle words.
- Includes a blank riddle sheet for illustration and a set of completed riddle examples.

Works with a wide variety of printers.

RIDDLE MAGIC

AMERICA'S RIDDLE KING

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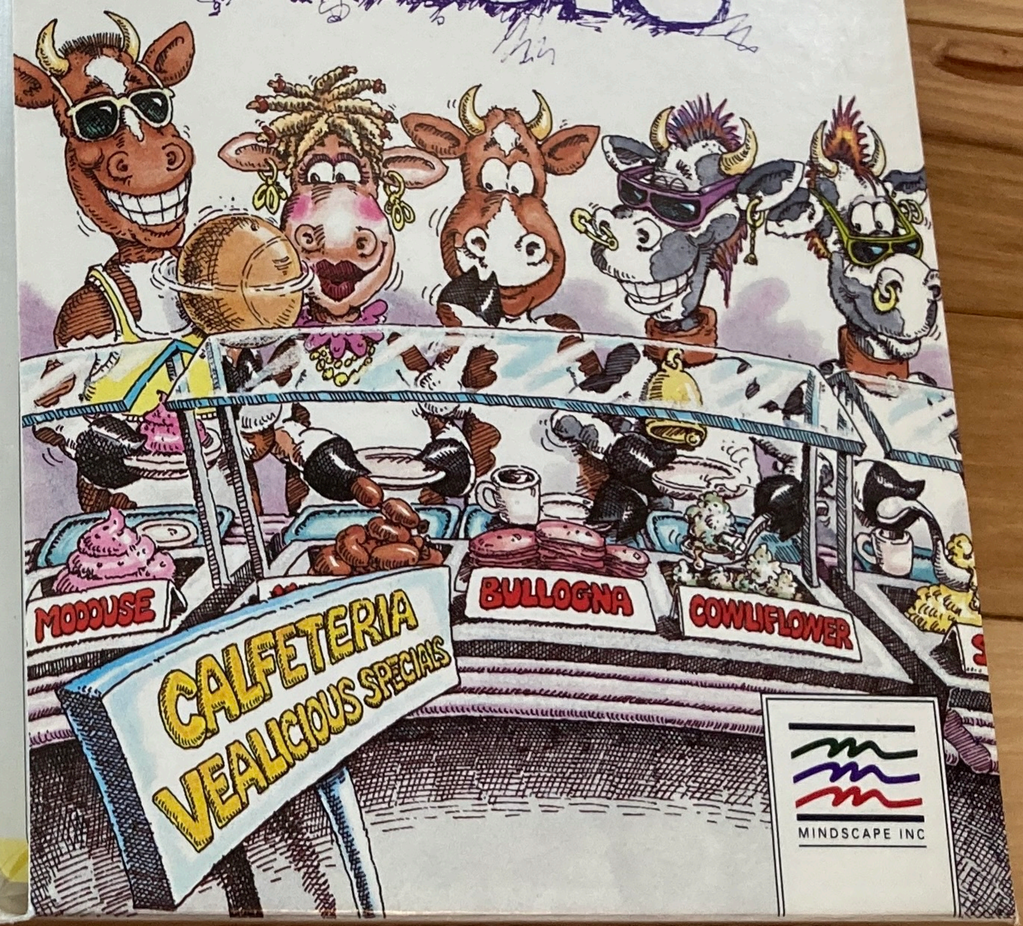

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Riddle Magic

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Riddle Magic

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Software that challenges the mind.

Riddle Magic

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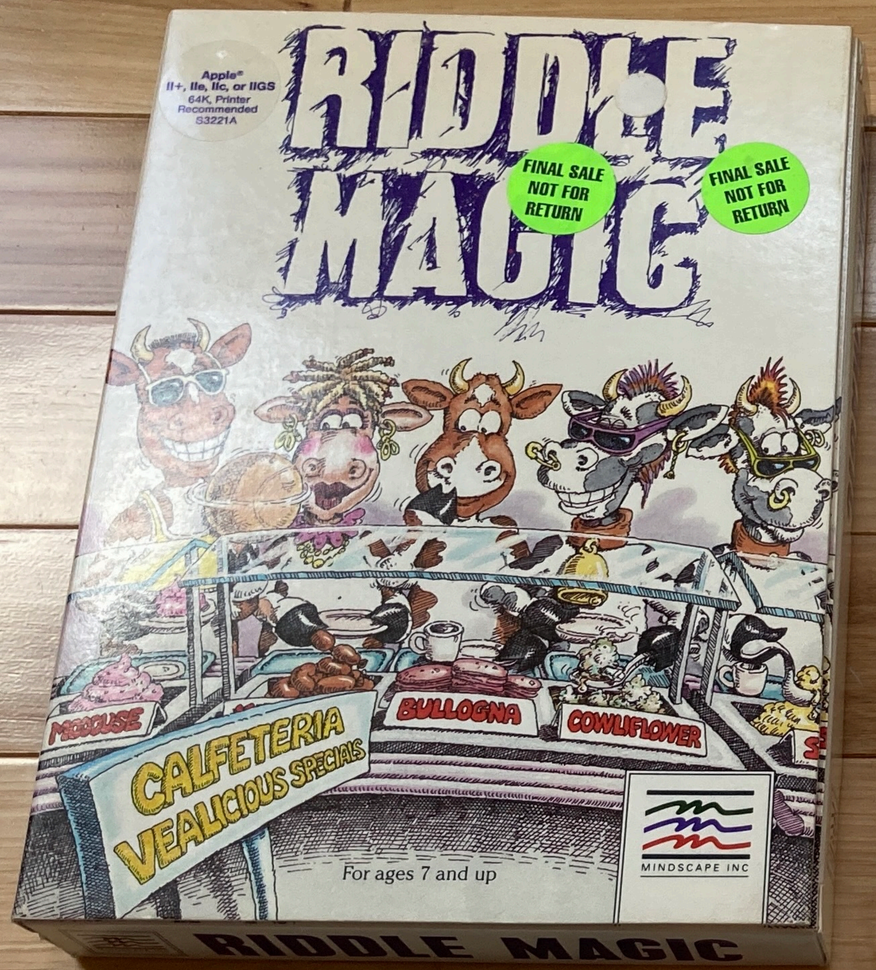
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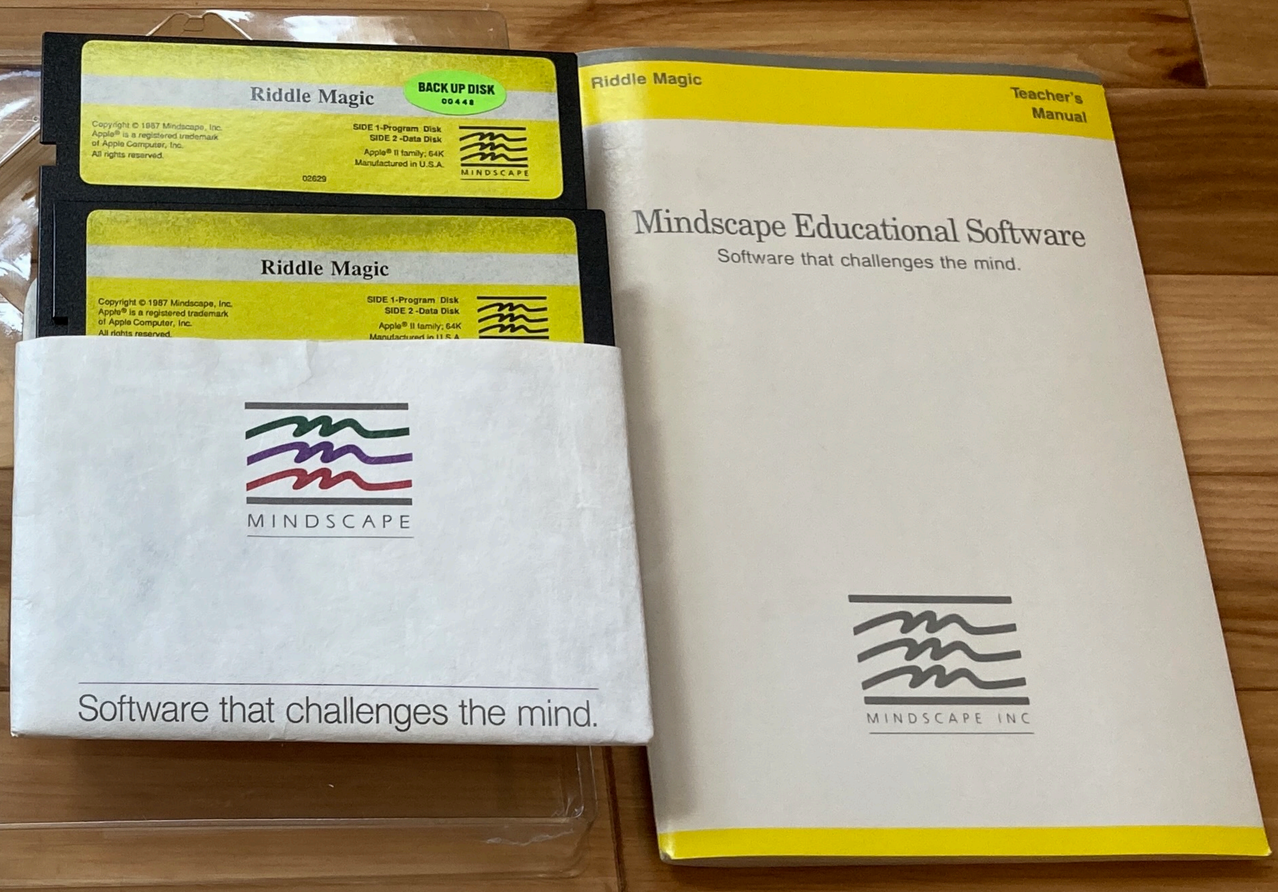
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Software that challenges the mind.

Riddle Magic
Teacher's
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What makes
children eager
to learn more
just for the
fun of it?
"Mindscape made me do it!"
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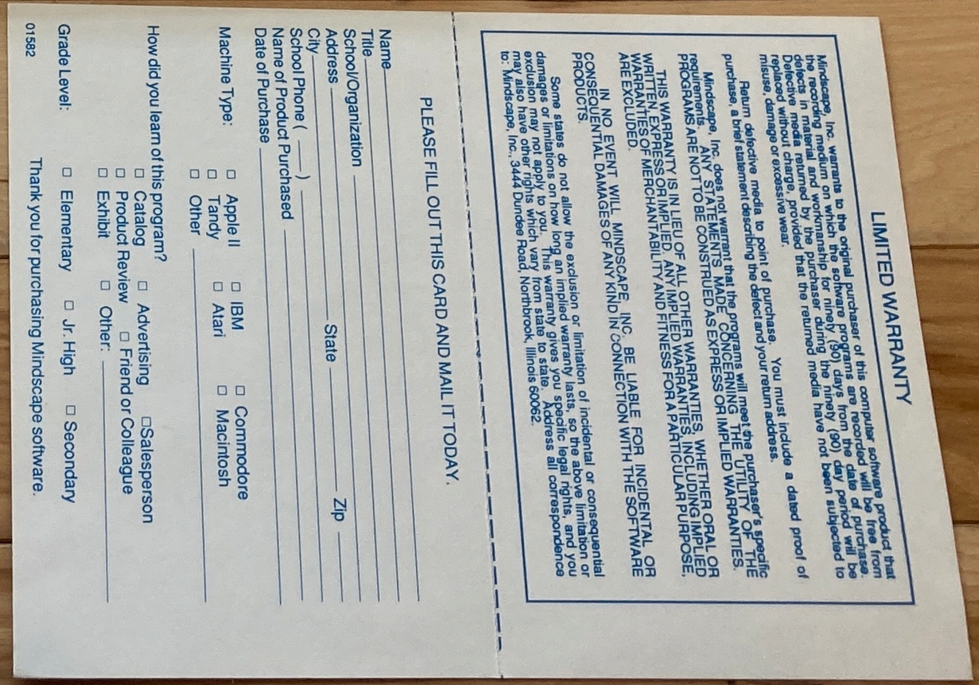
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Date of Purchase
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How did you learn of this program? ☐ Catalog ☐ Advertising ☐ Salesperson ☐ Product Review ☐ Friend or Colleague ☐ Exhibit ☐ Other:
Grade Level: ☐ Elementary ☐ Jr. High ☐ Secondary
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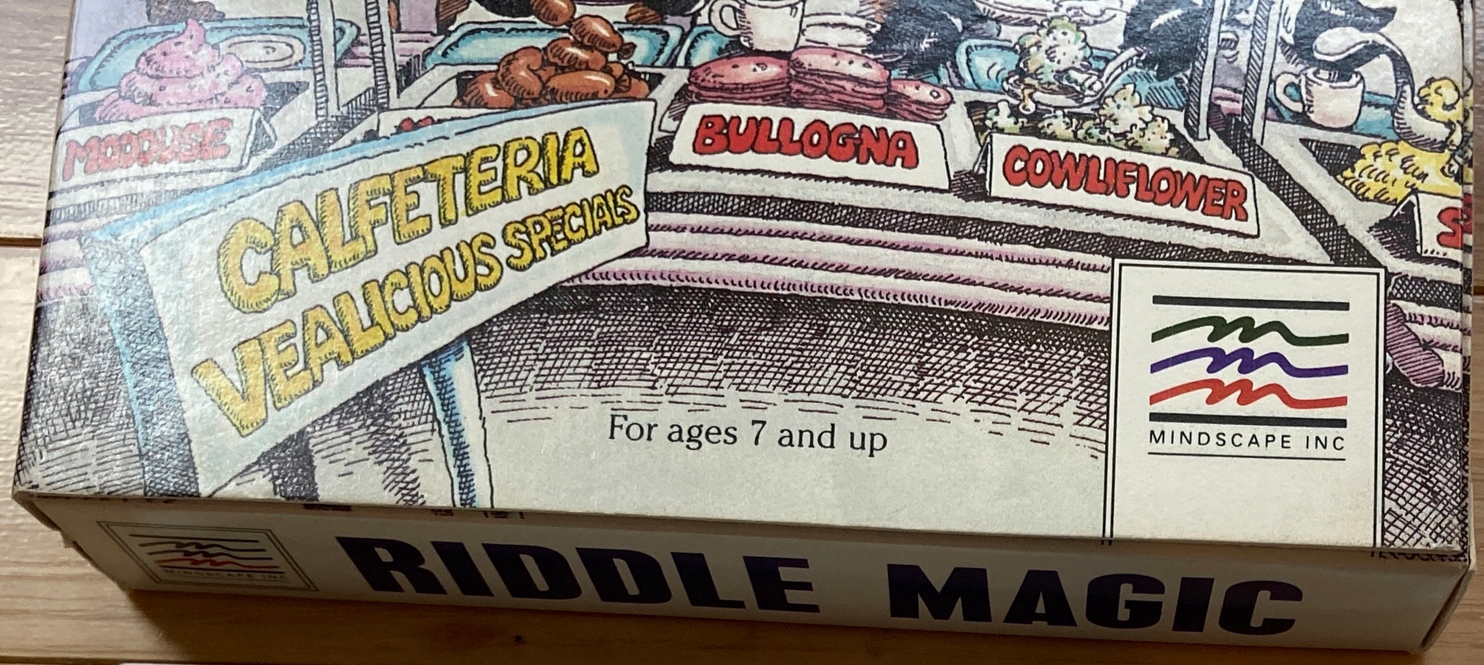

What makes children eager to *learn more* just for the fun of it?

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"Mindscape made me do it!"

Software that

Machine Type:
☐ Tandy ☐ Atari
☐ Other _____

How did you learn of this program?
☐ Catalog ☐ Advertising ☐ Salesperson
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Grade Level:
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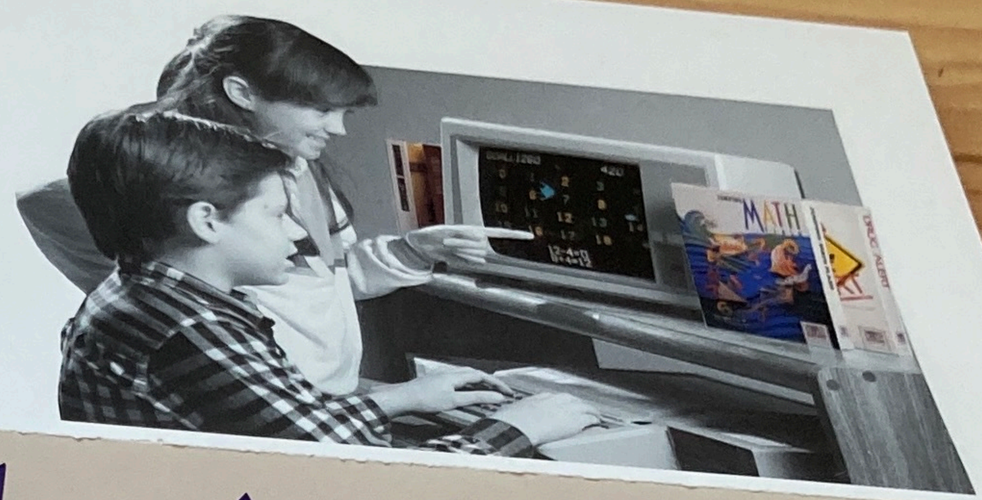

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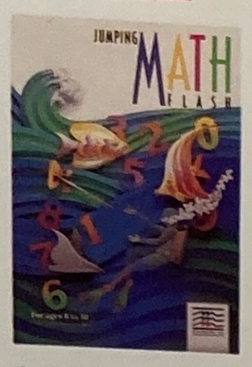
Seven New Educational Programs From Mindscape!

1 Jumping Math Flash

For Ages 6 to 10.



Children love playing this exciting, arcade-style math game. Each youngster navigates an undersea course to find solutions to addition, subtraction, multiplication, and division problems. But enemies lurk in the deep—you must answer quickly before the other fish attack! More than 20 levels of play make it a lively, growth-oriented program your child will enjoy again and again.

AppleII+/IIe/IIc/IIGS 85484 $49.95

2 Rebus Writer

For Ages 8 and up.

Is it a game—or a powerful learning tool that enhances word usage, association skills, and imagination? Children have too much fun to care! A fascination with language develops as kids decipher pictures and symbols to determine rebus phrases and titles. The program's "pictionary" of 250 illustrations help children create rebus messages, or they can draw their own images when creating puzzles to challenge their friends—and you!

AppleII+/IIe/IIc/IIGS 85656 $49.95

3 Riddle Magic

For Ages 7 and up.

Everyone enjoys riddles! This creativity builder teaches children of all ages the art of riddle making, how to illustrate riddles, and even how to design their own riddle books. The built-in dictionary of over 1800 words for riddle construction provides endless possibilities, and three variations of the basic riddle-making method encourage greater creativity. Kids will laugh and groan—and fall in love with words. Created by America's "Riddle King," Mike Thaler.

AppleII+/IIe/IIc/IIGS 85990 $49.95

4 Vocabulary Challenge

For Ages 7 and up.

Now, you can help assure your child's ever-important vocabulary growth right at home! Four activities reinforce word association, analogy, recognition, classification and meaning for over 3,000 carefully selected words—in games that never feel like homework. Each activity features multiple difficulty levels and provides immediate feedback to your child.

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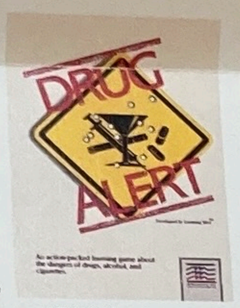
5 Drug Alert!



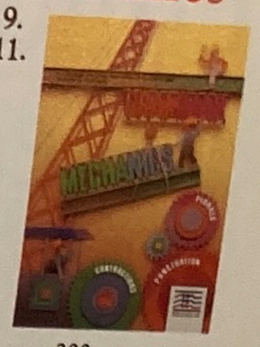
For Ages 10 and up.
Winner of a Parents' Choice Honor

Help your child say "NO" to drugs! This interactive adventure lets youngsters rescue a friend from drug dependency by seeking clues, gathering facts, answering drug-related questions, and finding and identifying the drug on which the friend is hooked. Including an online database that fully describes 45 commonly abused substances, **Drug Alert!** encourages responsible decision making and positive values. Rated "4-stars" by *inCider Magazine!*

AppleII+/IIe/IIc/IIGS 85846 $39.95

6 Grammar Mechanics

Level 1: For Ages 7 to 9.
Level 2: For Ages 9 to 11.



Now there's a fun and effective program to help youngsters brush up on grammar—featuring a scavenger hunt format that has players searching for correct answers! Each challenging level focuses on a variety of grammar and punctuation rules and offers over 200 sentences for players to correct. Designed to develop skills in common problem areas, **Grammar Mechanics** includes an on-disk grammar "rule book" to help sharpen skills during the game.

Level 1 AppleII+/IIe/IIc/IIGS 118506 $49.95
Level 2 AppleII+/IIe/IIc/IIGS 118558 $49.95

7 Color Me

The Computer Coloring Kit
Winner of a Parents' Choice Award
For Ages 5 to 10.

Artistic potential blooms as your children draw, color, paste and create to their hearts' content! This award-winning program encourages youngsters to express themselves in different and important creative ways. Even your youngest child can draw freehand or color, cut, and paste the many predrawn pictures included on the enclosed *Rainbow Brite*™ and *ColorMe Kids Picture* disks.

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Hinky Pinky

For Ages 9 and up. One, two, and three syllable rhyming words provide an irresistible way to stretch minds and vocabularies.

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Principal's Assistant: The School Publisher

For all ages. Awards, certificates, signs and posters are just a few of the graphic creations youngsters can make with this versatile, easy-to-use program.

AppleII+/IIe/IIc 85587 $59.95

Grownup and Small

For Ages 4 to 8. Cat, kitten; dog, puppy. Colorful sequences help teach your child the names of adult and baby animals.

Apple+/IIe/IIc/IIGS 85593 $39.95

Poetry Express

For Ages 9 and up. Encourage and stimulate the budding poet in your family with this illuminating introduction to Haiku, Limerick, Rhyme, Diamante and other poetry forms.

AppleII+/IIe/IIc 85843 $49.95
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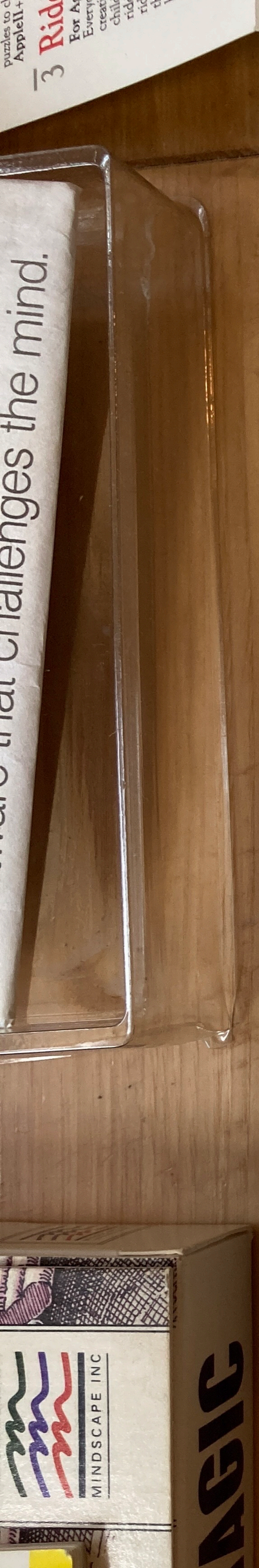

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☐ Exhibit ☐ Other: _____

Grade Level: ☐ Elementary ☐ Jr. High ☐ Secondary

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children of all ages the

riddle making, how to

riddles, and even how

their own riddle book

built-in dictionary of

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Created by Am

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Is it a game—or a powerful learning

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pictures and symbols to determine

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lustrations help children create

they can draw their own images

puzzles to challenge their friend

Apple II+/IIe/IIc/IIGS

Software that challenges the mind.

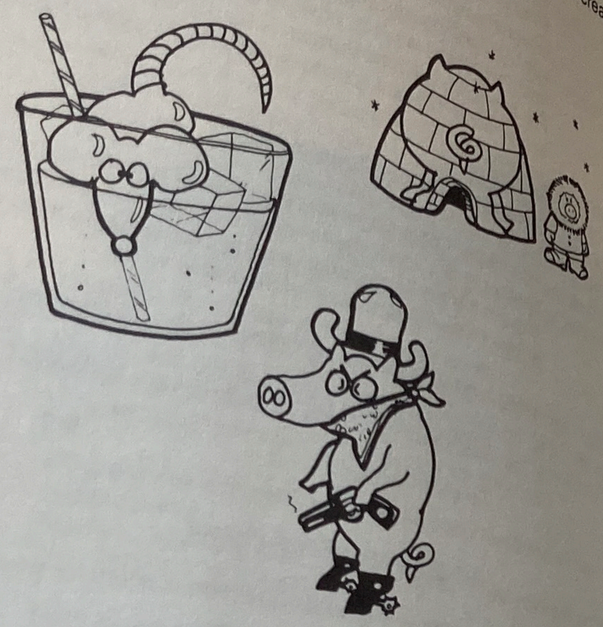
Riddle Magic

Teacher's Manual

Mindscape Educational Software

Software that challenges the mind.

and noise words can make the illustrations really fun. Below, the Riddle King has provided some samples of silly illustrations that were created with the *Riddle Magic* Picture Starters.



Riddle Books

When making riddle books, students can create funny book titles. These examples of some of the funny titles that the Riddle King has given to his books should give you some ideas and set your imagination soaring. *Oinker's Away* is the title for a book of pig riddles by Mike Thaler. *Grin and Bear It* is the title for a book of bear riddles; *Steer Wars* is the title for a book of cow riddles.

Riddles are fun to make up, fun to ask your friends, fun to put into books, and extraordinary to see on a library shelf. Why not start a young author's shelf in your classroom library? Or, go to the school librarian and ask him/her to create one in the school library. It is a thrill for students to see their own work in print and on a library shelf, and it is fun for other students to enjoy the riddles of fellow students. Students can put a regular pocket and card in their book and put their name in the card catalog. They can even paste a photograph of themselves in the back of their riddle book and write a short autobiography. They might even want to honor someone special in their life by dedicating the book to them. The implications of such efforts are obvious and powerful.

Using the Program

General Notes

1. While operating the program, you can always return to the prior screen by pressing ESCAPE. You can return to the Main Menu by pressing CTRL-B.
2. Use the arrow keys to search the dictionary, pictures, and word lists in the program. Press RETURN to make a selection.
3. You can save up to 100 riddles on your riddle-making data disk. We suggest that you provide all the students with their own data disks on which they can store their own riddles. To make another data disk, simply copy (with any disk copy utility) the data disk found on Side 2 of the *Riddle Magic* disk. **NOTE: Once riddles are saved to a data disk, the riddles can be erased, but the accompanying graphics cannot be erased.**
4. After completing a riddle and choosing a picture starter, the student may

   P = Print
   S = Save
   E = Erase

   If you want to print a riddle and riddle illustration, choose P(rint). If the riddle is to be saved for Riddle Player, choose S(ave). (If you want to create a riddle book, save the riddle and return to the Main Menu to create other riddle book pages.) Selecting E(rase) indicates that you do not want to save or print the riddle.

Getting Started

If you plan to print your riddles, begin the program by selecting UTILITIES from the Main Menu, and set your printer and interface. Then simply follow the directions on the screen. **NOTE: Your printer card must be in slot 1.**

When you load the *Riddle Magic* program, you will see the title screen with a message at the bottom that says, "Press SPACE BAR to see riddles. Press RETURN for Main Menu." Pressing the space bar will take you through 25 riddle questions and answers. After each riddle, you will be given the option to continue riddling or to press ESCAPE to go to the Main Menu.

These are the options on the Main Menu.

RIDDLE TUTOR
RIDDLE MAKER
RIDDLE WRITER
RIDDLE PLAYER
RIDDLE PRINTER
UTILITIES

Activity Sheet 8

SUBJECT: Fruit

RELATED WORDS: apple, pear, banana, orange, peach, plum, grape, pomegranate, strawberry, blueberry, blackberry, elderberry, cherry, lime, lemon, watermelon, cantaloupe, honeydew, melon, fruitcake, pineapple, grapefruit, seed, peel, pit, prune, kiwi, orchard, fruity, fructose, nut, tomato

RELATED WORD CHOICE:

DICTIONARY SEARCH WORD:

DICTIONARY WORDS:

RIDDLE WORD:

RIDDLE WORD DEFINITION:

RIDDLE ANSWER:

RIDDLE QUESTION:

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Riddle-Making Sheet

SUBJECT:

RELATED WORDS:

RELATED WORD CHOICE:

DICTIONARY SEARCH WORD:

DICTIONARY WORDS:

RIDDLE WORD:

RIDDLE WORD DEFINITION:

RIDDLE ANSWER:

RIDDLE QUESTION:

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